

The Ofieri Bazaar

BY EMPTY DINGO



Ofieri Merchants have been making their way up the coast lately, no doubt wanting to establish new trade agreements with the Continent now that the war is over. While their ambassadors are attending Court with rulers from Darn Rowan to Lan Exeter, small trading caravans have been setting up all over, staying a few days, then moving on. These Merchants are likely to sell damn near anything, which can be a blessing or a curse depending on how the locals feel about it.

When setting up your Ofieri Bazaar, follow these steps:

- There is a 1 in 10 chance an Ofieri Bazaar is located on the outskirts of any port town or city. Roll to determine the presence of a Bazaar as the party approaches a port city / town, or each week if the party is staying in a city or town,
- There will be 1d6 merchants in the Bazaar. If you roll a 6, then roll another d6 and add it to the number of Merchants. Do not roll a third d6 if you roll 6 again; there is a maximum of 12 merchants.
- What each merchant is selling will be determined by a 6x6 matrix, below.
- Merchant quality will be determined by a 2d6 roll. (see below).

¹ IMAGE CREDIT: G. Eric and Edith Matson Photograph Collection, [https://commons.wikimedia.org/wiki/File:Beersheba_and_surroundings._\(Beer_Saba\)._Beersheba._Bedouin_bazaar_LOC_matpc.15524.jpg](https://commons.wikimedia.org/wiki/File:Beersheba_and_surroundings._(Beer_Saba)._Beersheba._Bedouin_bazaar_LOC_matpc.15524.jpg)

Ofieri Merchant Item Table

1d6 x 1d6	1	2	3	4	5	6
1	Mage Spells	Ofieri Weapon Diagrams	Northern Weapon Diagrams	Elderfolk Armor	Alchemical Substances	Tool Kits
2	Elderfolk Weapon Diagrams	Crossbow Upgrades	Nilfgaard Armor	Alchemical Items	Clothing	Ingots & Minerals
3	Nilfgaard Weapon Diagrams	Northern Armor	Alchemical Formulae	General Gear	Hides & Animal Bits	Ofieri Weapons
4	Ofieri Armor	Alchemical Items	General Gear	Crafting Component Diagrams	Northern Weapons	Nilfgaard Armor Diagrams
5	Alchemical Substances	Clothing	Crafting Materials	Nilfgaard Weapons	Armor Enhancements	Elderfolk Armor Diagrams
6	Mount Outfits	Alchemical Treatments	Elderfolk Weapons	Northern Armor Diagrams	Ofieri Armor Diagrams	Runes & Glyphs

Item Descriptions

Alchemical Formulae

This merchant sells Alchemical Formulae up to their Merchant Level as listed on **p.146-7 of the Corebook**.

Alchemical Items

This merchant sells Alchemical Items up to their Merchant Level as listed on **p.87-8 of the Corebook**. They may also sell Mundane Potions as per **Rodolf's Wagon #4**.

Alchemical Substances

This merchant sells Alchemical Substances up to their Merchant Level as listed on **p.143-5 of the Corebook**. These substances will be in their raw form, but the Merchant can prepare them for use for a small fee (5cr per dose).

Alchemical Treatments

This merchant sells Alchemical Treatments up to their Merchant Level as listed on **p.129 of the Corebook**. Roll the Foraging

Quantity to determine how much the Merchant has on hand for sale.

Armor

This merchant sells Armor of the Faction Listed up to their Merchant Level as listed on **p.79-80 and p.84 of the Corebook**, and in this document.

Armor Diagrams

This merchant sells Armor Crafting Diagrams of the Faction Listed up to their Merchant Level as listed on **p.134-5 and p.138 of the Corebook**, and in this document.

Armor Enhancements

This merchant sells Armor Enhancements up to their Merchant Level as listed on **p.90 of the Corebook**.

Clothing

This merchant sells Clothing as listed on **p.93 of the Corebook**.

Crafting Component Diagrams

This merchant sells Crafting Component Diagrams up to their Merchant Level as listed on **p.130 of the Corebook**.

Crafting Materials

This merchant sells Crafting Materials up to their Merchant Level as listed on **p.128 of the Corebook**.

Crossbow Upgrades

This merchant sells Crossbow Upgrades up to their Merchant Level as per **Rodolf's Wagon #3**.

General Gear

This merchant sells General Gear as listed on **p.93 of the Corebook and Rodolf's Wagon #1**.

Hides & Animal Bits

This merchant sells Hides & Animal Parts up to their Merchant Level as listed on **p.128 of the Corebook**.

Ingots & Minerals

This merchant sells Ingots & Minerals up to their Merchant Level as listed on **p.129 of the Corebook**.

Mage Spells

This merchant sells grimoires containing instructions on casting **Novice Spells** as listed on **p.101 of the Corebook**. These grimoires are readable only by those who have had magical education (Mages & Scholars perhaps), and each grimoire will contain one novice level spell. Instead of determining this Merchant's Merchant Level, Roll 2d6 on the table below to determine which element the Merchant's grimoires pertain to:

2	3-4	5-6	7	8-9	10-11	12
Roll 2	Air	Earth	Mixed	Water	Fire	Roll 2

The merchant will have 1d10+1 grimoires for sale. The sale price of each grimoire is the STA cost of the spell it contains, x100 Crowns.

Mount Outfits

This merchant sells Mount Outfits as listed on **p.91 of the Corebook**.

Runes & Glyphs

This merchant sells Runes & Glyphs as listed on **p.256 of the Corebook**. They will have 1d6-2 of each type in stock. If a number less than 1 is rolled, then the Merchant does not have that Rune or Glyph.

Toolkits

This merchant sells Toolkits as listed on **p.92 of the Corebook**.

Weapon Diagrams

This merchant sells Weapon Crafting Diagrams of the Faction Listed up to their Merchant Level as listed on **p.131-3 and p.136 of the Corebook, and in this document**.

Weapons

This merchant sells Weapons of the Faction Listed up to their Merchant Level as listed on **p.73-4 and p.83-4 of the Corebook, and in this document**. If using Toussainti weapons from **Roldolf's Wagon #5**, these would be included with or replace Nilfgaard weapons at the Ref's discretion.

Merchant Quality

For each Ofieri Merchant that sells items of varying quality or availability, roll a 2d6 for the quality/availability of the goods they sell. Compare the result to the table, selecting the quality/availability based on the item description. A merchant has up to their Quality Level items, so they will have items below their quality as well.

In the event that the quality/availability rolled is below the lowest quality or availability listed for the kind of item that the Merchant is selling (this is prone to happen with Elderfolk and Nilfgaard items), the Ref can opt to offer **one** item of that type or reroll the result, at their discretion.

2	Master / Rare
3	Master / Poor
4	Journeyman / Poor
5	Journeyman / Common
6	Novice / Common
7	Novice / Everywhere
8	Novice / Common
9	Journeyman / Common
10	Journeyman / Poor
11	Master / Poor
12	Grandmaster / Rare

Ofieri Weapons & Armor

Because what would be the point of an Ofieri based Merchant Mod if you couldn't buy the stuff, neh?

Swords

Kilij											
Type	WA	Avail	DMG	Rel	Hands	RNG	Effect	Conc.	EN	Wt.	Cost
S/P	0	P	4d6+3	15	1	N/A	Bleeding 25%	N/A	1	2	885
The Kilij is a respected infantry saber quite similar to a Kord. It's decoration tends to be simpler than other Ofieri arms and armor.											
Crafting DC		Time		Components				Investment Cost		Diagram Cost	
Master 23		12 Hours		Hardened Timber (x2), Resin (x4), Silk (x1), Hardened Leather (x2), Sharpening Grit (x4), Dark Iron (x2), Dark Steel (x3),				664		1341	

Talwar											
Type	WA	Avail	DMG	Rel	Hands	RNG	Effect	Conc.	EN	Wt.	Cost
S/P	+2	R	4d6+1	10	1	N/A	Balanced	N/A	1	1.5	945
Talwar are the sabers most often associated with the Ofieri. They are graceful, curved weapons with S-shaped guards. They tend to be highly ornamented.											
Crafting DC		Time		Components				Investment Cost		Diagram Cost	
24 Master		13 hours		Resin (x4), Silk (x1), Beast Bones (x2), Hardened Leather (x2), Sharpening Grit (x1), Dark Steel (x4), Gemstone (x1), Gold (x1)				710		1434	

Small Blades

Kindjal											
Type	WA	Avail	DMG	Rel	Hands	RNG	Effect	Conc.	EN	Wt.	Cost
P/S	+1	P	2d6+1	10	1	N/A	Armor Piercing	S	1	1	445
A stout dagger with a long, broad blade, designed for thrusting.											
Crafting DC		Time		Components			Investment Cost		Diagram Cost		
16 Journeyman		4 Hours		Hardened Timber (x1), Beast Bones (x2), Hardened Leather (x1), Ester Grease (x2), Etching Acid (x2), Sharpening Grit (x2), Dark Steel (x1), Gold (x1)			331		669		

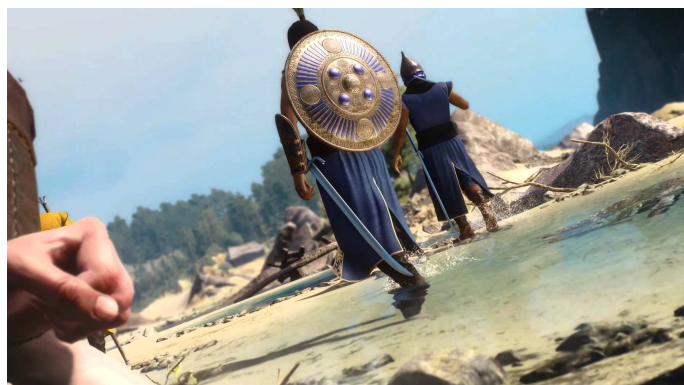
Pole Arms

Mughal											
Type	WA	Avail	DMG	Rel	Hands	RNG	Effect	Conc.	EN	Wt.	Cost
P/S	+1	P	4d6+3	15	1	N/A	Long Reach, Improved AP	N/A	1	4	1000
This versatile weapon is essentially a lance or spear with a triangular head a bit longer than typical Northern spears. It is not balanced for throwing, instead being designed to be used one handed, in conjunction with a shield, while mounted or dismounted. The Ofieri use this as their primary weapon of war, and it is carried by Ofieri warriors from simple guards to the fearsome Immortals. Like most weapons from Ofier, they are ornamented and decorated.											
Crafting DC		Time		Components			Investment Cost		Diagram Cost		
25 (Master)		13 Hours		Hardened Timber (x6), Resin (x4), Silk (x2), Draconid Leather (x2), Etching Acid (x2), Dark Steel (x3), Meteorite (x2)			750		1515		

Head Armor


Ofieri Kulah						
Stopping Power	Avail.	AE	Effect	ENC	Weight	Cost
14 (Medium Helmet)	P	0		0	1.5	485
An onion-shaped nasal helmet with a distinctive peak. A heavy chain aventail and adjustable nasal add to its visual distinctiveness. These helmets are usually etched with ornamental patterns and inlaid with contrasting metals.						
Crafting DC	Time	Components		Investment Cost	Diagram Cost	
18 (Journeyman)	6 Hours	Silk (x2), Etching Acid (x1), Dark Steel (x2), Steel (x2)		362	731	


Immortal Cataphract Helm						
Stopping Power	Avail.	AE	Effect	ENC	Weight	Cost
20 (Heavy Helmet)	R	1	Restricted Vision	0	1.5	675
The helm is similar in profile to the Kulah, however the aventail is constructed of segmented plates over padded cloth, and the nasal is replaced by a metal mask, usually formed into the shape of a bearded face. Warriors who become Immortals have a position of high cultural value in Ofier. Therefore, this armor is never sold, and any Ofieri who sees a non-Ofieri wearing it will call for the guards to relieve them of it.						
Crafting DC	Time	Components		Investment Cost	Diagram Cost	
20 (Master)	7 Hours	Silk (x2), Drake Oil (x1), Etching Acid (x1), Dark Steel (x4), Meteorite (x1)		505	1020	



² IMAGE CREDIT: Hearts of Stone, CDPR

Armor Sets

Ofieri Tunic						 3	
Stopping Power	Avail.	AE	Effect	Coverage	ENC	Weight	Cost
4 (Light Armor)	P	1		Torso, Arms, Legs	0	3	400
The Ofieri Tunic is a light armor that is popular with Merchants, Craftsmen, and Scholars, people who may want a little protection from cutpurses but aren't expecting to go into combat. Similar to Gambeson, it is lightweight and comfortable. Unlike Gambeson, it is also exotic and stylish.							
Crafting DC	Time	Components		Investment Cost	Diagram Cost		
14 (Novice)	9 Hours	Silk (x5), Hardened Leather (x3), Linen (x2), Thread (x5)		331	662		

Ofieri Scale Armor						 3	
Stopping Power	Avail.	AE	Effect	Coverage	ENC	Weight	Cost
7 (Light Armor)	P	1	Resistance: Slash Resistance: Bludgeon	Torso, Arms, Legs	0	8.5	619
A long, tunic-like scale armor piece, it is split in front and back for great mobility on and off horseback.							
Crafting DC	Time	Components		Investment Cost	Diagram Cost		
16 (Novice)	12 Hours	Silk (x5), Draconid Leather (x3), Leather (x2), Thread (x5)		495	990		

³ IMAGE CREDIT: Hearts of Stone, CDPR

Ofieri Zaporo							
Stopping Power	Avail.	AE	Effect	Coverage	ENC	Weight	Cost
14 (Medium Armor)	P	2	Resistance: Slash Resistance: Bludgeon	Torso, Arms, Legs	1	12	1075
A long, reinforced chain hauberk with greaves and vambraces over a long, light, gambeson-like foundation garment. A surcoat, appearing similar to other Ofieri armor designs, is optional. The open front and rear hem design common to Ofieri armor is retained.							
Crafting DC	Time	Components		Investment Cost	Diagram Cost		
18 (Journeyman)	13 Hours	Silk (x5), Double Woven Linen (x3), Leather (x2), Thread (x5), Ogre Wax (x3), Dark Steel (x5)		827	1654		

Immortal Cataphract Armor							
Stopping Power	Avail.	AE	Effect	Coverage	ENC	Weight	Cost
20 (Heavy Armor)	R	2	Resistance: Slash Resistance: Bludgeon	Torso, Arms, Legs	2	14	1375
A long, hauberk similar to the Zaporo, with large, round, shield-like plates woven into the chain. The typical open front and rear hem design is modified to overlap, providing better protection at the cost of some mobility. Warriors who become Immortals have a position of high cultural value in Ofier. Therefore, this armor is never sold, and any Ofieri who sees a non-Ofieri wearing it will call for the guards to relieve them of it.							
Crafting DC	Time	Components		Investment Cost	Diagram Cost		
20 (Master)	15 Hours	Silk (x5), Double Woven Linen (x3), Leather (x2), Thread (x5), Drake Oil (x3), Dark Steel (x6), Meteorite (x1)		1030	2081		

Shields

Ofieri Djal						
Stopping Power	Avail.	AE	Effect	ENC	Weight	Cost
14 (Medium Shield)	P	0	Resistance: Piercing	1	3	464
A round metal shield similar in size and usage to a Skellige shield. The five bosses give the shield a distinctive appearance, and they are often decorated and colored with enamels.						
Crafting DC	Time	Components		Investment Cost		Diagram Cost
20 (Journeyman)	6 Hours	Linen (x1), Leather (x1), Etching Acid (x1), Ogre Wax (x1), Dark Iron (x5), Steel (x1)		357		714

Immortal Cataphract Shield						
Stopping Power	Avail.	AE	Effect	ENC	Weight	Cost
20 (Heavy Shield)	R	1	Resistance: Piercing	1	4	685
A metal shield similar in construction to the Djal. It is oval in shape with spear notches like a Dipylon. It is normally etched, but typically lacks the enamelling of the Djal. The cultural taboos regarding non-Immortals wearing Cataphract armors seem rather lax regarding this shield, and most Ofieri won't make a big deal about it unless you offend them.						
Crafting DC	Time	Components		Investment Cost		Diagram Cost
22 (Master)	7 Hours	Silk (x1), Draconid Leather (x1), Drake Oil (x1), Etching Acid (x1), Dark Iron (x5), Meteorite (x1)		513		1036

NPC Templates

There will be an equal number of Guards as Merchants in an Ofieri Bazaar. Their STAT+SKILL is already calculated in their Skill values.

Ofieri Merchant

INT	6	STUN	6	Skills			
REF	4	RUN	18	Business 13+	Charisma 13+	Education 10+	Elder Speech 9+
DEX	4	LEAP	3.6	Gambling 11+	Human Perception 12+	Northern Speech 9+	Persuasion 11+
BODY	6	STA	35	Resist Coercion 12+	Small Blades 8+	Well Traveled 12+	Options 10+ Hard Bargain 12+
SPD	6	ENC	60	Loot		Armor	Vulnerabilities
EMP	8	REC	7	Merchant's Tools		Ofieri Tunic SP 4	Hanged Man's Venom
CRA	6	HP	35	1d6 Mundane Items			
WILL	8	Vigor	0	54 Crowns			
LUCK	5	Weapons				Abilities	
Name		DMG	Effect	ROF	Trustworthy +1 to his Charisma, Seduction, and Persuasion checks against other humans.		
Kindjal		2d6+1	Armor Piercing	1			
					Blindly Stubborn Reroll a failed Resist Coercion or Courage roll 3 times per game session.		

Ofieri Guard							
INT	4	STUN	8	Skills			
REF	8	RUN	18	Courage 12+	Dodge/Escape 13+	Intimidation 12+	Physique 12+
DEX	6	LEAP	3.6	Wilderness Survival 8+	Brawling 13+	Riding 14+	Small Blades 13+
BODY	8	STA	40	Staff/Spear 15+	Swordsman -ship 14+	Tough As Nails 14+	Zweihand 12+ Shrug It Off 12+
SPD	6	ENC	80	Loot		Armor	Vulnerabilities
EMP	4	REC	8	1d6 Mundane Items		Kulah SP 14	Hanged Man's Venom
CRA	4	HP	40	45 Crowns		Zaporo SP 14	
WILL	8	Vigor	0			Djal SP 14	
LUCK	5	Weapons				Abilities	
Name		DMG	Effect	ROF	Trustworthy +1 to his Charisma, Seduction, and Persuasion checks against other humans.		
Mughal		4d6+5	Imp. AP	1			
Shashka		4d6+5	Bleed 25%	2	Blindly Stubborn Reroll a failed Resist Coercion or Courage roll 3 times per game session.		
Kindjal		2d6+3	Armor Piercing	1			

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